

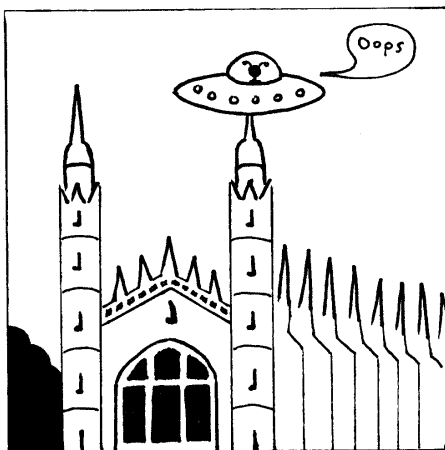
Constitution

<http://www.constitution-con.org.uk/>

2009 British Roleplaying Convention
Grand Tribunal 2009
Unicon 23
Harmuni 4

A science fiction, fantasy, filk, and roleplaying
convention to be held at

New Hall, Cambridge
31st July - 2nd August 2009



Guests of Honour
Steph Swainston, Henry Gee, Sean Punch, Sib Machat

Progress Report 3

Welcome to PR3!

A little under a month to go before Constitution, so welcome to PR3 which should give you enough information to get to the convention in one piece and leave it in not too many more pieces! If you have *any* questions that you need the answers to before the convention, don't hesitate to contact the committee by email to info@constitution-con.org.uk and we'll do our best to help.

Contents

The Money – membership rates

Things to do before Constitution – book your accommodation!

What you need to bring – don't forget your toothbrush

Getting there – directions and maps

What to do on arrival – of Reception and Porters

Dealers

Food and drink

Buying and selling stuff

The Auction

The Sunday

The Future – help run the next BRSScon or Unicon!

Membership lists

The Money

If you know anyone else who would like to come to Constitution, now's the time for them to join. Advance memberships can be bought until 24th July, current prices:

Adults: £30

11-17 years: £15

5-10 years: £7.50

0-4 years: free

Memberships will also be available on the door, but will cost more, so tell all your dithering friends to book now. On-the-door prices will be:

Whole weekend: £35

Friday only: £9

Saturday only: £17

Sunday only: £13

Things to do before Constitution

- book a room, if you'd like one and haven't booked one yet. There's an accommodation form with this PR3, or you can download one from the website. You can also pay by credit/debit card or by PayPal on the website. To guarantee your room, the form must reach us by 16th July so do this now! (See the address label on the envelope this PR3 came in to see whether you've booked.)
- volunteer! We are all volunteers and can't do this without extra help. If you can spare an hour or two to man the front desk, shepherd programme participants, cart things about, or run useful errands then please help us out. There's a volunteering form included with this PR3 or you can email the committee at info@constitution-con.org.uk
- sign up for the Constitution cabaret and/or the LARP, both on Saturday night. See below for more information.
- let us know if you'd like to be on any of our panels. See the draft programme at <http://www.constitution-con.org.uk/programme.html> for what we're planning to run.
- tell us about any games you'd like to run – if you know when you'd like to run them we can put them in the official timetable so everyone can tell they're there.
- sign up for games – see the games page (<http://www.constitution-con.org.uk/games.html>) for details of games that will be running.
- tell us about anything else you'd like to run – we have plenty of small rooms suitable for workshops, game demos, book groups, etc. Again, let us know you want to run it and we'll put you in the programme all official-like.
- read something to prepare for our book discussion groups: we're running discussions on *The Year of Our War* (Steph Swainston), Roger Zelazny's books, and *Un Lun Dun* (China Miéville).

Cabaret and LARP

There will be a cabaret on Saturday evening. Come along and be entertained, or even show us your party piece. All types of acts are welcome (within reason).

The cabaret is both its own event, and part of the "Hell, O Campers" LARP. The LARP is set in a holiday camp, and the cabaret is its talent show. There is no obligation to take part in the LARP if you are putting on a cabaret act, and there is no obligation to perform if you are taking part in the LARP (though there will be extra kudos for those who do).

To sign up in advance for the cabaret or the LARP, email cabaret@constitution-con.org.uk. Alternatively, you will be able to sign up on the day (subject to space).

Information for Performers

There are no hard and fast rules. Aim to take less than five minutes, unless agreed in advance. The running order will be announced on the night.

There will be a sound check programmed on Saturday afternoon. If you want to perform, you must come along. (You won't need to be there for the whole slot, just a few minutes.) This is so that we know that you are there, what it is you are going to do and how you want to be introduced.

We will provide microphones and amplification as well as the ability to play CDs. The sound check gives us all the opportunity to make sure it'll work on the night.

If your act needs background or backing music, bring it to the sound check. Ideally, you'll bring the music on a CD clearly labelled with your name or act name. We will try our best not to lose discs, and you should be able to collect them from the tech crew afterwards, but in the heat of the moment things do sometimes get mislaid.

If you have any questions or special requests, drop us a line before the con on cabaret@constitution-con.org.uk.

The sound check is mandatory. If for some reason you can't make it, you need to get in touch with the cabaret co-ordinators and arrange a substitute sound check. The convention front desk will be able to reach us.

What you need to bring

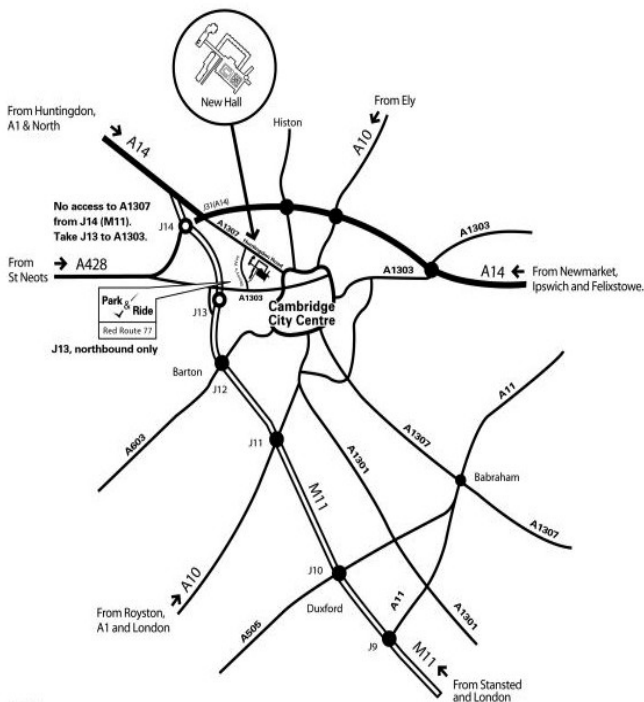
- yourself
- clothes, toothbrush, you know, the usual stuff. (Towels, soap, &c. will be provided with the accommodation)
- money to spend in the dealers' room – see later for the delights you can expect.
- things to auction at the RPG auction
- cheque book – we can only take accommodation payments in cash or cheque.
- games you'd like to play – there will be plenty of space for gaming
- games you'd like to sell – enter them into the auction and hope to swap them for filthy lucre (see later)
- musical instruments – if you fancy joining in the filk stream. There will be a secure storage area available for instruments (excepting voices, which we would prefer were stored in their usual owner)
- a thing your aunt gave you which you don't know what it is – our very own Professor Yaffle will be on hand to identify mystery objects and tell you more than you wanted to know about their history and purpose. Please bring something along with which to challenge him!
- something to read – if you'd like to join our free-for-all reading, bring a short piece of favourite SF or fantasy you'd like to share (no more than 4-5 pages).
- props for the cabaret / LARP (if you're taking part)

Getting There

Our venue is New Hall, a college of the University of Cambridge also known as Murray Edwards College. The front entrance (and Constitution reception) is on Buckingham Road, off Huntingdon Road (A1307).

By car:

From the south on the M11, leave at junction 13 and turn right onto the A1303 towards the City Centre. You'll pass various University buildings. Just after the modern college stretched out along the left hand side of the road, just where the 30 mph speed limit starts, take the turning on the left (Storey's Way) and turn right into New Hall where the road bends round to the left.



From the west on the A428 you'll cross the city boundary just before you cross the M11 at junction 13. Follow the directions above from there.

From the north on the A14, take junction 31 onto the A1307 through Girton, heading towards the City Centre. This means keeping left to avoid joining the M11 soon after the turning to Dry Drayton and Oakington, and then keeping right to leave the A14. Storey's Way is on the right just past a small cemetery. The road width at this end of Storey's Way is restricted to 6'6". After the restriction, turn left, still on Storey's Way, and the New Hall entrance is at the corner where the road goes through another right angle.

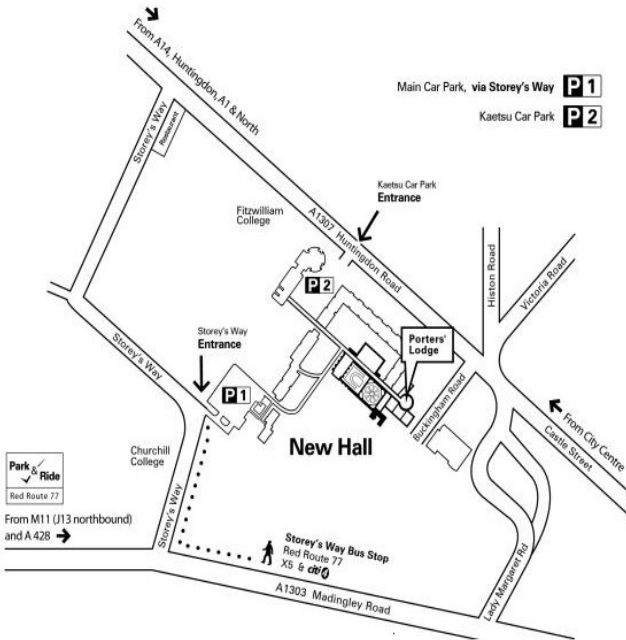
From the east on the A14, take junction 32 signed Cambridge to the south and Impington & Histon to the north. Follow Histon Road (B1049) towards the City Centre and then turn right onto Huntingdon Road (A1307) at the end. You'll pass New Hall, Fitzwilliam College, and some playing fields on your left, and then Storey's Way is on your left.

Parking:

The Storey's Way car park should have enough space, but if it fills up there is additional parking in the Kaetsu Centre car park off Huntingdon Road, and free parking along Storey's Way.

Dealers wishing to unload will need to go to the Kaetsu Centre car park and find temporary parking close to the Vivien Stewart Room (dealers' room).

By bus or coach:



Long distance buses and coaches (including services from airports) take you to the Drummer Street bus station in central Cambridge. From there you can take the Citi 5 or Citi 6 bus to New Hall.

By rail:

First Capital Connect run regular train services between Cambridge and London King's Cross. Services to London Liverpool Street are provided by National Express East Anglia. Cross Country services run to Peterborough, Birmingham, and Liverpool.

Cambridge rail station is a little way out of the city centre. From there, you can either take a taxi to New Hall directly, or take a bus. The Citi services 1, 3, and 7 go to the centre. Then, from outside the Post Office on St. Andrew's Street, take the Citi 5 or Citi 6 bus to New Hall.

Dealers

The dealers' room will be open from 4pm on the Friday, to give you the chance to look round the stalls before the convention starts. Dealers include Gamers, selling roleplaying, board games and card games; Reapers Revenge, selling dice and other gaming supplies; Porcupine Books and Fantast Three, selling second-hand and new books respectively; and Genki Gear, selling their own design anime-style T-shirts.

Food and drink

New Hall will be providing breakfast as part of the accommodation for people who book rooms, and lunch and dinner in the cafeteria for cash payment. The main college bar will serve a full range of alcoholic and soft drinks, including real ale and cider. Sandwiches, sweets etc. will also be available in the bar.

Buying and selling stuff

In fairness to our dealers, commercial activity is restricted to (1) the dealer's room, (2) the auction, and (3) demo games and readings. If you have something you want to sell, contact the committee.

The Auction

The RPG auction is a staple of BRSScon. It is an opportunity for members to simultaneously prune and expand their gaming libraries. Unwanted games seeking new homes and rare out-of-print gaming books jostle with signed copies of new books, manuscript copies, and other memorabilia for the attention of the connoisseur. Prices vary according to the audience's interest, from a couple of pounds upwards to tens of pounds. (A copy of the Ringworld RPG sold for seventy pounds at one previous convention.) A 10% commission is charged on all items sold at the auction - the money raised from this commission will be used to support future BRSScons and Unicons.

For would-be sellers, the auction procedure is quite simple.

First, decide what items of your library you wish to part with. Bring these items to the convention!

Secondly, complete an auction lot form for each item or group of items. For related items, it may make sense to bundle them into a single lot as this will usually increase their value. If you are feeling enthusiastic, you can download auction forms from our website, print them off and complete them in advance. Do remember to decide what commission rate you wish to assign to the convention (10% is the minimum), and if the item is to have a reserve price, note that as well. Write legibly, as our auctioneers and our clerk need to be able to read your forms easily. Do not fill in the lot number - we will do that.

Thirdly, hand the items for auctioning, plus auction forms, into the committee at the front desk on Friday or on Saturday before the auction. We will then securely store the items until the auction.

Fourthly, attend the auction as there may be items you wish to bid on yourself!

At the auction, our auctioneers will proceed through the lots in whatever order they or the committee deems most sensible. The auctioneers will suggest an opening bid for each lot and seek a bidder willing to meet that price. Members may then bid against each other; the winner will be the person who bids the highest amount. The winning bidder should then proceed immediately to the Clerk of the auction and pay the bid price, preferably in cash, and collect their prize. Cheques (made payable to Constitution) may be accepted if a member is deemed to be in good standing with the community, usually by being known to multiple attendees.

Sellers of items should approach the Clerk at the end of the auction in order to collect the money due to them (minus commission fees).

Convention members who wish to auction items other than games should contact the committee regarding their suitability and effective placement in the auction order to attract appropriate interest.

The Sunday

Our main programme will finish at 4pm with the closing ceremony, followed by a silly quiz. The bar will be open until 12:30am, so please feel free to hang around, drink, chat, play games, and generally relax.

The Future

Unicon and BRSScon are both run by volunteers; without volunteers they will not be run. Please consider offering to help run the next BRSScon in 2011 and/or the next Unicon whenever that may be. Email the committee (info@constitution-con.org.uk) if you'd like to offer your services.

Membership List as of 5th July 2009

| | | | |
|------|-------------------|------|-----------------------|
| A66 | Alan | A160 | fluffymormegil |
| A41 | Alcuin | A124 | Gaby Woolymonkey |
| A125 | Alex Lyons | A50 | Grim |
| A77 | Anders Håkon Gaut | A31 | Gwen Funnell |
| A111 | Andrew Barton | A51 | Hazyjayne |
| A129 | Andrew Kanaber | G70 | Henry Gee |
| A84 | Andrew Knighton | A116 | Henry Proctor |
| A88 | Andrew Sceats | A134 | Hilarity Allen |
| A36 | Andy Leighton | A14 | Ian Jackson |
| A168 | Angua | A39 | Ian Miller |
| A10 | Bob Dowling | A22 | Ian Watson |
| A108 | Brian Ameringen | A34 | Ian Whates |
| A4 | Bridget Bradshaw | A93 | Jack V |
| A29 | Captain Lucy | A161 | James Runnett |
| A7 | Cardinal Cox | A176 | JamesG |
| A27 | Caribet | A123 | Janet Maughan |
| A169 | Carol Sparke | A45 | JC |
| A106 | Caroline Mullen | A131 | Jim Mowatt |
| A130 | Carrie Gillespie | A99 | John Coxon |
| A148 | Charles Finch | A8 | John Dallman |
| A170 | Chess | A178 | John Lapinskas |
| A165 | Chris Boyle | A75 | Joshua Kronengold |
| A90 | Chris Lupton | A156 | Ju Honisch |
| A150 | Christo | A114 | Judith Proctor |
| A3 | Clare Boothby | A144 | Julia Rawcliffe |
| A38 | Colette | A154 | Karen Gilham |
| A159 | Dave Clements | A44 | Karen Kelly |
| A43 | David A. Harvey | A62 | Karen Westhead |
| A9 | David Damerell | A17 | Kari |
| A112 | David Haddock | A80 | Karl Trygve Kalleberg |
| A85 | David Power | A110 | Kate |
| A95 | DC | A59 | Kathy Songbird |
| A82 | Debbie Levy | A61 | Kathy Westhead |
| A54 | Denzil | A73 | Katie Howe |
| A46 | Di | A143 | Kelly Rawcliffe |
| A25 | Duncan MacGregor | A87 | Kirstie Sceats |
| A158 | Emily Windsor | A83 | Laura Sugrue |
| A72 | Ewan Clark | A74 | Leif Olav Jøsang |
| A147 | fanf | A76 | Lisa Padol |

A174 Lissa Allcock
A98 Liz Batty
A142 Lutz Reimers-Rawcliffe
A26 Maddz
A96 Malcolm H
A33 Marcus Rowland
A138 Marcus Streets
A40 Mark
A145 Mark Baker
A21 Mark Waller
A120 Mark Wooding
A137 Martin
A135 Martin Ellis
A179 Martin Pickett
A132 Matthew
A167 Matthew Coleman
A57 Matthew Hambley
A104 Matthew Woodcraft
A97 Melica
A107 Meriol Ameringen
A103 Michael Bernardi
A162 Mike Cule
A64 Mike Westhead
A173 Minnow
A177 Miriam
A58 Nat
A86 Neil McGurk
A47 Nessa
A6 Nicholas Caldwell
A78 Nick Meredith
A100 Nicolai
A11 Owen Dunn
A127 Owen Lyons
A149 Owen Smith
A128 Oxy
A126 Patrick Lyons
A1 Paul Blackwell
A28 Paul King
A157 Pete Windsor
A48 Peter
A56 Peter Cohen
A133 Peter Corbett
A35 Peter Harrow
A30 Peter Wareham
A63 Peter Westhead
A105 Peter Wilkinson
A16 Phil Masters
A18 Phil Nanson
A175 Philip Allcock
A146 Rachel

A139 Rae Streets
A94 Rafe Culpin
A65 Renee
A15 Rhodri James
A115 Richard Proctor
A89 Rick Hewett
A67 Rika
A122 Robert Maughan
A151 Robert Rosenfeld
A32 Roderick O Hanlon
A5 Roger Burton West
A180 Roger Gammas
A102 Roger Robinson
A55 Rory McLean
A42 Ros Day
A24 Ross
A166 Ruth Coleman
A113 Sarah Haddock
G68 Sean Punch
A2 Sebastian Bleasdale
A171 Senji
A153 Sesquipedality
A172 Shadow
A20 Sheila Thomas
G71 Sib Machat
A79 Simon Bell
A164 Simon Bradshaw
A141 Soir
A19 Sphyg
A152 Squirrel
G69 Steph Swainston
A101 Stephenson Richard
A119 Steve (SJE)
A155 Steve Gilham
A181 Su Jolly
A12 Sue Edwards
A163 Susan Thomas
A37 The Bellinghman
A49 The Crypt Keeper
A60 The Magician
A140 Tilly Streets
A13 Tim Ellis
A118 Tim Kirk
A92 Tom Parker
A23 Tom Womack
A136 Traci
A81 Uitlander
A109 Valerie
A121 Vicky Clarke
A91 Yannick Loitière